



Viz Artist Release Notes

Version 4.3



Viz Artist



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1 Viz Artist 4.3.0

Release Date: 2021-07-20

These are the release notes for Viz Artist version 4.3.0. This document describes the user-visible changes that have been made to the software since release 4.2.0.

 **Note:** Viz Engine maintains its release notes in a separate document starting from version 3.12.0.

1.1 Installer Notes

1.1.1 General


The Software ships with a bundle installer containing all necessary components. It is recommended to use the bundle installer when setup needs to be done manually.

- Viz Artist is now installed in *C:\Program Files\Vizrt\VizEngine\VizArtist*.
- Visual C++ Redistributable files and the Hardlock Dongle driver are not part of the msi-setup file anymore. These files are now installed with the bundle setup application (VIZENG-13210, VIZENG-12629, VIZENG-12701).
- The new bundle setup application installs or upgrades Viz Artist together with its required Visual C++ Redistributable files (VIZENG-12936, VIZENG-13804).
- Starting with 4.0.0, Viz Artist has a dedicated MSI installer, which is part of the bundle installer.
- All files contained in the bundle setup application can be extracted using the `/dump` commandline option. This creates a sub-folder where the files are extracted (VIZENG-13020).
- Multiple installations of Viz Artist are not supported.
- The installer automatically upgrades (replaces) any existing Viz Artist 3.x installation. However, downgrading is currently not supported (VIZENG-7098).
- The installer package is digitally signed (VIZENG-7378).
- The user account must have *SeCreateGlobalPrivilege* (SE_CREATE_GLOBAL_NAME) enabled.

1.1.2 Windows


This software has been tested to run on the following systems:

- Windows Server 2019
- Windows 10 (LTSC 1809).

 **Note:** Only English Operating Systems are supported.

- It is recommended to install the latest Windows Security Updates and Patches, except Nvidia and Hardlock updates.
- Windows 10/Server 2019 is required.

- Dot.NET Framework 4.5 or higher is required (VIZENG-6036).
- Minimum Windows Installer version is now 5.0.0.
- To run Viz Artist/Viz Engine without Administrator privileges, you need to grant the following permissions:
 - *SeIncreaseBasePriorityPrivilege*
 - *SeCreateGlobalPrivilege*
 - *SeCreatePagefilePrivilege*
 - *SeIncreaseWorkingSetPrivilege*

 **Note:** Viz Artist requires a minimum resolution of 1902x1080 pixels.

1.1.3 Windows

- Network shares are not accessible from within Viz Artist when UAC is enabled or when running on Windows 10. The Viz Configuration page **Local Settings** has been extended for enabling Network drive linking (VIZENG-15594, VIZENG-15319).

1.1.4 UAC

- Viz Artist 4 is UAC aware. Log-files and additional files are stored in *%VIZ_PROGRAMDATA%*, which defaults to *%ProgramData%\Vizrt\VizArtist*. Configuration-files and profiles are stored in *%ProgramData%\Vizrt\VizEngine*. Temporary data is stored in *%VIZ_TEMPDATA%* which defaults to *%TMP%\Vizrt\VizEngine*. The default value can be changed in *viz.cmd* or on the command line of *viz.exe*.
- Starting Viz Artist shows a UAC popup for *VizStarter.exe* (VIZENG-8683).

1.2 New Features

Summary	Key
Add "Tracking Mode" dropdown	VIZART-2385
Add name for User script plugins	VIZART-3011
Add support for subscenes in scene tree	VIZART-2731
Add texture editor image scaling proportional, locked and free	VIZART-2701
Allow scaleable font size in the script editor	VIZART-2693
Asset View Search	VIZART-2561
Buttons to open/close all directors in the tree	VIZART-2692
Change logic of engine undo/redo in scene editor	VIZART-3093

Communication Timeout during Aftereffects Import	VIZART-3059
Enable/Disable sequences for different Renderengine-versions	VIZART-2836
Expert Plugin: disable blending addon	VIZART-2550
Filter unsupported V4 plugins	VIZART-1745
Fix Help from within Config	VIZART-2671
Font Modifier pool implementation	VIZART-2753
Fusion Text and New Font System - Font Library Management	VIZART-2646
Getting rid of the old model : Audio Plugin	VIZART-2456
Getting rid of the old model : AverageTexture Plugin	VIZART-2482
Getting rid of the old model : Clipper Plugin	VIZART-2470
Getting rid of the old model : Database	VIZART-2522
Getting rid of the old model : Expert Plugin	VIZART-2463
Getting rid of the old model : Extrusion Plugin	VIZART-2464
Getting rid of the old model : GI Settings Plugin	VIZART-2469
Getting rid of the old model : Geometry reference	VIZART-2474
Getting rid of the old model : Global	VIZART-2529
Getting rid of the old model : Glow Plugin	VIZART-2457
Getting rid of the old model : Infotext Plugin	VIZART-2459
Getting rid of the old model : Key Plugin	VIZART-2460
Getting rid of the old model : Lightlayer Plugin	VIZART-2471
Getting rid of the old model : Lookat Plugin	VIZART-2461
Getting rid of the old model : Mask Plugin	VIZART-2465
Getting rid of the old model : Mask source Plugin	VIZART-2462
Getting rid of the old model : Mask target Plugin	VIZART-2473
Getting rid of the old model : Material Plugin	VIZART-2480
Getting rid of the old model : Projection Target Plugin	VIZART-2495
Getting rid of the old model : Projector Plugin	VIZART-2496
Getting rid of the old model : Render to diskmanager	VIZART-2504
Getting rid of the old model : Shadow caster Plugin	VIZART-2478

Getting rid of the old model : Shadow receiver Plugin	VIZART-2479
Getting rid of the old model : Talent reflection Plugin	VIZART-2477
Getting rid of the old model : Video Clip Plugin	VIZART-2472
Getting rid of the old model : Viewport tile Plugin	VIZART-2492
Getting rid of the old model : Viz communication	VIZART-2521
Getting rid of the old model : Window Mask Plugin	VIZART-2475
Getting rid of the old model : license	VIZART-2511
Getting rid of the old model : pbrmaterial Plugin	VIZART-2484
Getting rid of the old model : per object lighting Plugin	VIZART-2494
Getting rid of the old model : plugin manager	VIZART-2506
Getting rid of the old model : scenepool	VIZART-2509
Image import options for svg	VIZART-2530
Import files from Windows File Explorer	VIZART-2747
Improve font selector by using font face icon in drop down list	VIZART-2645
Improve icon fetching from Gh/Engine	VIZART-2481
Improve time to fetch available licenses	VIZART-2782
Integrate Extension Plugins	VIZART-2548
Layout improvement in Media Asset/Transform	VIZART-2532
PBR Material Editor: Add S/L/P functionality to "Tiling" and "Scale" inputs	VIZART-3056
Plugin list sorting	VIZART-2626
Reimplement Search UI	VIZART-2804
Rename Font/Text options in configuration	VIZART-2664
Rename feature for scripts in the GUI	VIZART-1407
Save search results to database	VIZART-2746
Shortcut improvement: start search	VIZART-2774
Show which user has locked an object	VIZART-2797
Sync Window resize	VIZART-2665
Update list of available NDI channel types	VIZART-2795
65 issues	

1.3 Bug Fixes

Summary	Key
Can't import image when file name contains UTF-8 characters (e.g. Chinese)	VIZART-2 904
Import parameters are missing	VIZART-2 879
Import: FBX missing "renderpipeline" option	VIZART-2 877
Decimal places of texture scaling are getting ignored	VIZART-2 832
Scene script doesn't get updated via container script	VIZART-2 826
2D Alignment options missing in Viz4 UI	VIZART-2 825
search by ref in context menu missing	VIZART-2 822
Artist sends incorrect channel freeze commands	VIZART-2 814
Can't select live input keying mode in Artist with a permanent Chroma FX license	VIZART-2 793
Name can't be dragged in Texture editor	VIZART-2 786
VizOne browser fails to start	VIZART-2 767
Keyframes dissapear in Stage	VIZART-2 732
Manually set kerning is not saved with the font when font editor is closed (missing FONT_EDIT_MODE of GEOM_TEXT)	VIZART-2 722
Color selection issue in the Object Lighting Plugin	VIZART-2 715
Director names do not allow the ":" character and cause issues with the Presets plugin (now allowed characters are alpha-numeric characters and _,\-=:)	VIZART-2 710
Virtual window Height and Width labels are switched and maximum value was increased to 20000 from 1000	VIZART-2 708

Artist resets the checked licenses	VIZART-2 704
Trash Bin can get hidden behind the scene editor when window is resized	VIZART-2 703
Font Editor preview is squeezed and does not show a proportional preview of the edited font	VIZART-2 702
Unable to escape FullscreenOnAir mode of Viz Wall with Esc	VIZART-2 690
Preset Plugin cannot create new presets as the "Preset name" entry field cannot be edited properly on a new scene	VIZART-2 685
Viz Engine render window is always on top when started in videowall mode "-u1 -y -n" and output system FULLSCREEN	VIZART-2 400
"Save as" doesn't suggest a scene name	VIZART-2 373
Substance Settings window too small	VIZART-2 234
Missing buttons to open/collapse all directors in the stage	VIZART-1 934
Audio clip from GH cannot be dragged to stage	VIZART-1 520
26 issues	

1.4 Known Issues

Summary	Key
"Add to container" for Audio files to be implemented or removed.	VIZART-303 5
Combo box in Media Asset Property sheet can not be clicked	VIZART-158 3
Config Userinterface: Tooltips still active even when disabled	VIZART-311 1
Config: Cannot update Viz One Hosts configuration if it has ending slash	VIZART-226 6
Deleting multiple images takes too long and does not show confirmation dialog.	VIZART-560

Failover server not used properly when configured main/replication primary connection is down	VIZART-3085
Field Identifier of Control Text should allow characters [and]	VIZART-2838
Input fields can loose focus and can not be edited afterwards	VIZART-1838
Locked / proportional mode missing in generated plugins spinbox groups	VIZART-1775
Locked size widgets lead to massive jitter effects and stop working if scaled to 0% once	VIZART-1484
Media Asset Overview - subscenes not loaded	VIZART-2639
Object name is cropped while dragging to scene tree	VIZART-2176
Properties can not be dragged to scene editor objects	VIZART-1816
Rendergraph Editor: Showmap PCF Samples is being overlapped by Map Resolution	VIZART-2940
Scene Tree search does not work for custom colors	VIZART-3025
Script button is not updated in vertical button view	VIZART-2643
Script editor shows misleading tooltips	VIZART-1101
The "Container Info" section in the Transformation Editor does not respect multi-selection	VIZART-2970
Tree Editor selection shortcuts do not work	VIZART-1695
UI needs more feedback when main replication are down and a failover server configured	VIZART-1638
lightGlares parameters should be named according to RGB	VIZART-2202

21 issues

- Old parts (Tcl/Tk) do not scale on UHD resolutions. This will be solved as soon as all components are ported to QT.
- It is not recommended to run the User Interface within a Virtual Set environment, as it can cause timing issues under certain circumstances.

- The size of certain plug-ins with custom UI (like RealFX, TextFX) do not automatically fit into the new panels, they need to be resized manually.
- Maximum of GDI handles (which are necessary to show icons from Graphic Hub and Archive) can exceed the Windows default value (10000). It is recommended to increase this value from hexadecimal 2710 to FFFF in the registry.
 - *HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\Windows\GDIProcessHandleQuota*
- Viz One Browser: When the Viz One Browser window is minimized (either using the minimize button in the window bar, or **WIN+D** to hide all windows on the desktop), it can only be brought back to the screen by using the **Restore** and **Maximize** entries in the context menu of the window in the Windows taskbar.
- Viz One Browser: The preview of clip elements in the Viz One Browser doesn't show the content correctly anymore when the browser window is moved to another display (e.g. second screen). The application must be restarted to bring back the clip preview.
- Viz Engine render window is always on top when started in videowall mode `-u1 -y -n` and output system FULLSCREEN (VIZART-2400). Does not happen in mode `-u1 -w` or with any `vga_preview` and is independent on the number of monitors and if a mosaic is used or not.
 - What can be observed is that the output is always on top and it is not possible to get anything else on top (taskbar, other windows with **ALT + TAB**, task manager). **SHIFT + BACKSPACE** works only when Viz Artist has focus. When **CTRL + BACKSPACE** does not work it can be achieved with **CTRL + ALT + DEL**, task manager, **ALT + TAB** to Viz Artist and **SHIFT + BACKSPACE**. **ALT + TAB** does not work initially as the window is not shown. This behavior is actually desired to have the output of Viz Engine always on top (for example, interactive scenes shown on screens in the studio).

1.4.1 Windows

- If the Windows render scaling factor is set to be higher than 100% (for UHD monitor resolutions) it might happen that the render window is not shown. Setting back the scaling factor to 100% resolves this issue.
- Right clicking on the Taskbar icon of Viz Engine starts a new instance. Starting an additional Viz GUI process is prevented on Windows 10.

2 Documentation

Documentation for Viz Artist, Viz Engine and Viz Plugins are available at the Vizrt Documentation Center:

- [Viz Artist User Guide](#)
- [Viz Engine Administrator Guide](#)
- [Viz Plugins User Guide](#)

3 Installation And Support

3.1 Installation

The installation wizard guides you through the installation process. Make sure to close any running Viz application, including a local database, prior to the installation. To run Viz Artist or Viz Engine independent of a database server, you need to install the Graphic Hub database software locally.

3.2 Support

Support is available at the [Vizrt Support Portal](#).